

#### **IV. AMENDMENTS TO THE CLAIMS**

1. (Currently Amended) A gaming machine comprising:  
a game result display ~~means~~device for displaying a game result thereon;  
a beneficial state generating ~~means~~device for generating a beneficial state for a player when a predetermined game result is displayed on the game result displaying ~~means~~device; and  
an abnormality notification ~~means~~device for notifying an abnormality occurrence when an abnormality occurs;  
wherein the abnormality notification ~~means~~device notifies information concerning with the abnormality in plural times according to stages of restoration work from an abnormal state to a normal state.

2. (Canceled)

3. (Currently Amended) The gaming machine according to claim 1, wherein the abnormality notification ~~means~~device repeatedly notifies the information.

4. (Currently Amended) The gaming machine according to claim 1, wherein the abnormality notification ~~means~~device changes the information concerning with the abnormality according to progress in the restoration work of the abnormality or lapse of a predetermined time.

5. (Currently Amended) The gaming machine according to claim 1, wherein the abnormality notification ~~means~~device notifies predetermined information concerning with the abnormality based on a predetermined operation

6. (Currently Amended) The gaming machine according to claim 1, further comprising:

an abnormality occurrence history storing meansdevice for storing a predetermined history of the information concerning with the abnormality:

wherein the abnormality notification meansdevice changes a notifying mode of the information based on the predetermined history of the information stored in the abnormality occurrence history storing meansdevice.

7. (Currently Amended) The gaming machine according to claim 1, wherein the game result display meansdevice is constructed from a first display meansdevice and a second display meansdevice which is arranged ~~at a more front side than a display area of~~ in front of the first display meansdevice when seen from a front side of the gaming machine, and

wherein the abnormality notification meansdevice displays the information concerning with the abnormality on the second display meansdevice.

8. (New) A gaming machine comprising:  
a game result display device for displaying a game result thereon;  
a beneficial state generating device for generating a beneficial state for a player when a predetermined result is displayed on the game result displaying device; and

an abnormality notification device for notifying an abnormality occurrence when an abnormality occurs;

wherein the abnormality notification device notifies information concerning with the abnormality, the information including at least an error message and a restoration procedure message, the error message and the restoration procedure message serially occurring with the error message and the restoration procedure message occurring serially multiple times.

9. (New) The gaming machine according to claim 8, wherein the abnormality notification device sequentially notifies the information concerning with

the abnormality according to stages of restoration work from an abnormal state to a normal state.

10. (New) The gaming machine according to claim 8, wherein the abnormality notification device repeatedly notifies the information.

11. (New) The gaming machine according to claim 8, wherein the abnormality notification device changes the information concerning with the abnormality according to progress in the restoration work of the abnormality or lapse of a predetermined time.

12. (New) The gaming machine according to claim 8, wherein the abnormality notification device notifies predetermined information concerning with the abnormality based on a predetermined operation.

13. (New) The gaming machine according to claim 8, further comprising:  
an abnormality occurrence history storing device for storing the information concerning with the abnormality,  
wherein the abnormality notification device changes a notifying mode of the information based on the information stored in the abnormality occurrence history storing device.

14. (New) The gaming machine according to claim 8, wherein the game result display device is constructed from a first display device and a second display device which is arranged in front of the first display device when seen from a front side of the gaming machine, and  
wherein the abnormality notification device displays the information concerning with the abnormality on the second display device.

15. (New) A gaming machine comprising:

a game result display device for displaying a game result thereon;

a beneficial state generating device for generating a beneficial state for a player when a predetermined game result is displayed on the game result displaying device; and

an abnormality notification device for notifying abnormality occurrence when an abnormality occurs; and

an abnormality occurrence history storing device for counting a number of times of the abnormality occurrence and storing information concerning with the number of times of the abnormality occurrence;

wherein the abnormality notification device notifies the information in plural times, and

wherein the abnormality notification device changes a notifying mode of the information based on the information stored in the abnormality occurrence history storing device.